Gaming Positively with the Xbox Ambassadors

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In the interest of keeping this as brief as possible (we've all got games to get back to), let me begin with the end; making the Xbox community an overall more positive and kinder place can only be good for us in the long run, both in gaming circles and out.
Now, why do I say that?

I've been playing online games for over two decades now (oof). I've seen the most toxic fandoms around and some of the best ones. The communities built on a foundation of cooperation and common cause/love of the game they form around make said games last longer. Some of the oldest MMOs are still active today entirely because the people playing are so passionate about their favorite game that they wish more people would play and have a good time. They set out on a mission to welcome new people with open arms. This extends the shelf-life of things that have since become very outdated in terms of graphics or game mechanics.

Likewise, the Xbox Live community has changed a lot since the Duke Era (c.2001). So many new features, platforms and other players have been added to it that sometimes growth seems endless!

However, with endless growth comes problems. Almost everybody has experienced this toxicity. Other players spread bad vibes and hate either through voice chat or maybe a particularly awful private message. This doesn't need to be common, though. This doesn't need to be 'normal' for online gaming. Everywhere I go, when I bump up against toxicity, I try my best to navigate the issue and get everyone through the other side of it happier than they were before.

I wasn’t always like that, though, but the way I approach difficult situations online changed after I joined the Ambassador program. I originally joined it so I could get some sweet Xbox socks.

As time passed, as I came into contact with more and more Ambassadors, my expectations of the program changed and so to did my own personal goals. I began to realize I wasn’t just some brand ambassador; I wasn’t just earning points for neat gear. *I* felt better after I helped make someone else feel better, and I wanted to keep feeling that. I wanted to keep helping others feel good and have a good time.

I’ve since spent a lot of time speaking and chatting with others in the program, and nearly every interaction I’ve had has been a positive one. We share our accomplishments, achievements, creations and not just those in the gaming sphere! We’re very different in some ways but in other ways very similar. We’re all connected by our love of this weird and wonderful hobby we’ve chosen.

I try to take what I learn among the other Ambassadors out into other gaming communities I inhabit. I feel my alliance in Phantasy Star Online 2: New Genesis benefits from my positivity and helpfulness, my willingness to make silly or cool character designs to keep morale up. The Ambassador Discord community has some great projects in No Man’s Sky going on, like the Ambassador Welcome Base (thanks LoneSamurai1!), and I help others with their goals and answer questions when I can.

The things we learn while interacting with our fellow Ambassadors, the stories they tell us and the habits we form influence us beyond the forums and chat rooms of the community, even outside gaming. We all grow together whether we realize it or not.

Gamers in the future benefit from your efforts, even if it doesn’t always feel like you are making an impact there in the moment. I’m a happier, more positive person now because of the connections I’ve made with other people, and I hope that others can say the same.